

Book of Wampyri Magick

Black Order of the Dragon & Temple of Azagthoth



Introduction to the BOTD

BOTD

Black Order of the Dragon is an esoteric/sinister "think tank" of individuals exploring the dark aspects of magick/vampyrism/satanism and the like. The BOTD publishes many manuscripts through their own publishing house, Nekromantic Productions/Axis Press. BOTD thus far has released manuscripts on pathworkings concerning Vampyric Magick, both Hermetic and Ceremonial, Astral Projection, Demonic sphereworkings, Ritual magick, Satanic/Faustian Will, Lycanthropy and blood mysticism. The BOTD is also dedicated to exploring the many so - called "evil" archetypes and symbols in folklore and mythology. The significance being the awakening of various sinister archetypes which are able to assist in the unlocking of subconscious "doors" within the psyche of European and Euro-descended man and woman. Sexuality is also an exploration, both with our affiliate "Tempel of Azathoth", who have dealt with fetishism, sadism as well as Vampyric Magick.

The BOTD represents balance as well as insight developed via personal experience. After all, personal experience IS the greatest teacher.

The BOTD is not for the squeamish and weak. We seek to inaugurate the essence of the Red Dragon and the rising of Lucifer. For those who travel the paths of wolves: Ascend!

Oath of the Vampire Magus

BOTD

-I bow before no anthropomorphic beings as I am the only God that is. The reason being I am the only god who substains my own life.

-Magick is to be used according to WILL, no means may change this. Without WILL magick is non-existent.

-I am able to weave my webs of desire and will through the casual awake world as well as the dream. In the casual world I am sometimes the Angel of Light, a manifestation of Lucifer (or Lilith). When the night falls, through dream and the astral plane I am the Raven-bat shrouded Vampyre predator. Sufficient unto my self. With this truth I work the illusion of humanity to work my vision amoung sheep.

-As Vampires, we hold the powers of the WOLF (hunting, ferocity with defence/attack, predatory instincts), the BAT (during astral projection the powers of shape and stealth with nocturnal senses) and BEAST (appearing to the sleeper according to our true nocturnal nature during their dreams) These powers are developed at our own individual pace.

-Much guidance manuscripts of the BOTD are hermetic in nature. This is to

strengthen the individual in all ways. Ceremonial rites involving two or more individuals is the gathering and collecting of astral lifeforce/energy focusing on an intended goal. Solitude and the exploration of archetypical symbols, moral restrictions and such to begin the understanding of the subconscious is the building of individual strength.

-Sexuality is no longer to be a hidden taboo. Explore all sections of sexuality between two consenting adults seeking the union of Pan and Baphomet. No longer is christian sickness and restrictions to pollute our individual lives within the flowing body of Nuit. Fear not moral judgements. Explore your true will with discipline!

-Experience is the greatest teacher. Stray not from that ideal.

-All morals are created within a controlling dogma, question all and reject is necessary. Charachter is built on the throne of defiance!

-Immortality is achieved by the strength and desire of the Vampyric spirit. The spirit of Varcolaci if achieved may become immortal if will is present, while the flesh is to die. This is according to the laws of nature. the solar swastika spins on. Life is also eternal if you are of the blood of the Dragon. You must live life to the fullest hear and now. Keep and never forget balance. Through chaos will arise order.

Shadowspheres BOTD

The Shadowspheres are based on the areas of transformation in which an individual will go through in order to emerge towards the step of godhead and evolution. Magickal progression is achieved through a number of steps which involve open up the subconscious and exploring all of ones nature. The ultimate goal being immortality and discovering ones true will.

For those seeking membership of the BOTD, each of these spheres must be undertaken and conquered. The sphereworkings should be done in order and carefully recorded-including results, thoughts and perhaps new individual revelations concerning the effects.

Each working should be practiced alone for the period of ten days or longer. Once the period is over you may submit an essay concerning the working to the Tempel of Azagthoth contact address via e-mail, mail, etc. The submission will be-in detail reviewed- by TOA and then submitted to Coven Nachttoter to be reviewed. Upon the result, the TOA will then inform the individual of the review and if membership is granted. We do not want slave like sheep, or those looking just for groups. We want only the FREE individuals looking for progression and those who share a love for life and reaching individual evolution.

The levels of membership are:

- 1.) Initiate
- 2.) Akhkharu Vampire (vampirism within astral plane and sorcery accomplished)
- 3.) Incubus/Succubus Magickian (mastering the uses and techniques of hermetic sexual workings and tantra on a completely individual level-this also includes the dream levels on the astral plane)
- 4.) Vampiric Magus (upon completion of the sphere of Chronozon-mastering of the self).
- 5.) Varcolaci sorcerer (high level of the outer circle of the BOTD, at this level you are able to operate a cell of the BOTD if council grants permission.)

We encourage each individual to study and focus on the recommendations given and that one will follow his/her true will. Through the dark spheres you will emerge as a god/goddess.

The spheres to enter are named below:

1. Sphere of the Red Dragon-Tiamat (spiritual death and vampiric awakening)
2. Sphere of Luna-(predatory and natural instincts mastering)
3. Sphere of Akhkharu-(vampiric astral mastering)
4. Sphere of PAN/LAYLAH (sexual explorations of the psyche including invocation of the Succubus/Incubus)
5. Sphere of Kundalini (Kali)-Pathworkings of Tantra
6. Sphere of Chronozon-(Chaos Workings)
7. Sphere of Varcolaci-(Astral hunting and control pathworkings)

Folklore and Reality of the Germanic Vampire Races

BOTD

In this section we will investigate the folklore and reality of the German Vampire races. Each differs in some way or another depending on the location. Common in folklore is that vampires eat from their own corpse before they rise from their coffins to prey upon human opfers. They would often lure opfers to their graves and by fog and funeral dust they rise to drink the blood which is the life. German vampires are often viewed as spreading plagues, like a cold wave their will calls upon rats and the army of the night to do their bidding. Below is the truth and lie of the vampire.

ALP

A german Vampire-like spirit associated with the Incubus and the Succubus, tormenting the nights and dreams of man and woman, driving them toward sexual ecstasy and then terror. The physical manifestation can be quite dangerous, long connected with the nightmare, the alp is aid to dwell as a demon within a tomb. Some forms include the werewolf or a demonic man-bat-wolf manifestation. (All of which is quite true and accurate as all is possible to

those who have utilized magick and the dream.)

During some periods and times, the Alp, in the form of Varcolaci, may enter it's opfer to command the body. The ghost would enter through the opfer's mouth in the form of smoke and a serpent.

The alp will often drink blood from the breast of a woman (or any other place in which major vessels are.). The incubus/succubus are in most cases astral vampires, probably in 90% of all encounters. Although it is said that some demonic spirits who are not vampires can haunt sleeping humans.

NACHZEHRRER

It is this race in which one of ours is marked from, the Nachzehrer is long known in Germany and surrounding places in Germany. The Nachzehrer is said to be distinguishable in it's coffin by odd custom of holding the thumb of one hand and keeping it's left eye open. The Vampyre is said to chew upon his own limbs within it's tomb. The coffin in which the Vampyre sleeps is said to be filled with blood and soil of it's grave and or/ homeland. The Nachzehrer can also eat flesh of the dead and is quite active with Necromancy, the art of the Vampyre.

NEUNTOTER

A blood line from Saxony, traditionally the great carrier of plagues, usually seen during grim and severe epidemics. The Neuntoter (Nine Killer) comes from the belief that it takes nine full days for the vampire to develop in it's coffin.

NACHTTOTER

This German race of Vampires is currently active in the United States, primarily in Indiana and Houston, a coven which is the control base behind the Black Order of the Dragon. Nachttoter translates "Night Killer - or Killer in the Night" being the power of this vampire as a predator within the casual realm, Varcolaci obtained. Members of this race may be summoned in Varcolaci forms on some nights, beware through, what is obtained comes with a price.

The Practice of Vampirism – As a Tool for Sorcery

BOTD

Vampirism – Vampiric practice is the act of devouring/drinking or encircling and consuming energy, life force called Chi or Ki. Lifeforce is the vital energy which flows through our body. It is directly associated with the body in terms of what we eat, our mental state and emotions. In the practice of Ahrimanic Yoga in Liber HVHI, the Chakras are stirred or awakened by the fire snake visualized in meditation and practice. By connecting with the chakras, the ArchDaevs, being centers and deific masks of power, may be encircled and cultivated within the mind and body. This awakens points of serpent-power as it is called, when directed out in magickal practice no matter if it is sorcery to obtain a physical result or one to initiate self-transformation (they are usually connected in some way) this energy is vital. Chi also direct affects the Aura. Depression, anger and over excitability will cause this energy to be used up carelessly and without purpose. Have you not noticed when you exercise you feel vital and direct mentally? The same is such in Yoga practice. Vampirism is the consuming of this energy, from the earth and other life around us. Vampirism or predatory spirituality is applied in the real world and in the ritual circle, never applying to consuming blood to any extent.

If applied to a psychological aspect vampirism is the subconscious affirmation that “I” or the self is the only God that is, there is no other. How do you know this? If you can have a knowledge by interaction with other people – specifically a woman, then you know you are not that woman. Take for instance the word, ‘perspicacity’. The meaning of this word according to the Webster Dictionary is: “Acuteness of perception, discernment, or understanding.” This would be exactly the description of the Luciferian Path with regards to the self or “I”. The self is a widely misunderstood arena of practice in the context of left hand path.

The basics, carnal pleasure, are considered the foundation of Satanism and even Luciferian thought. This cannot be so as carnal pleasures are subjective based on the upbringing and social make up of that person. One man’s pleasure is another man’s pain. The foundation of the Satanic/Luciferian Mind is to awaken and discover, “I AM GOD AND THERE IS NO OTHER”. If you can understand that you are not the person talking to you as you are having an unconnected (i.e. you are not connected to their body or the object this applies to being car, bike, cart, etc), interaction with them then it is reasonable to recognize you are separate. If you are separate there is no direct linking connection, you are significant to the number one. One is alone and observe the rule of birth and death: you enter the world alone and you leave the world alone.

The Art of the Wampyric Tendril

Tempel of Azagthoth

Within the Tempel of Azagthoth, the art of drinking of the essence of life force from living humans is termed the Art of the Wampyric Tendril, the Wampyric Tendril is the prime symbol of our order and represents the art of draining life force, and causing harm via astral contact to your intended prey. This symbol is not overly complex in appearance, but its uses are varied according to the warlock/witch who would use this sigil and practice the arts it contains. For those familiar with the process of imbuing physical objects or symbols with astral energy, you may consider its application when the Wampyric Tendril (the symbol) was created. It is in fact the Oldest created sigil from the Tempel of Azagthoth and can be obtained upon request. The second symbol of the Tempel of Azagthoth is the Coffin, not only does this correspond with the Wampyric principle of the human, through vampiric metamorphosis and training, it also has a very large symbolic significance regarding The Communion of the Dracul, the summoning of the undead gods in which the arising wampyr sacrifices his accumulated life-force from his predatory journeys until exhaustion sets in, then which comes the re-giving of life-force from the undead which is symbolized by the tendril near the top of the coffin which pours down blood upon 'the resting place of the corpse' thus enabling new life, higher powers through constant practice of Wampyrism, metamorphosis, and finally Immortality amongst the Undead Gods. This is not an easy path and it must be stressed that Wampyrism, unlike other forms of the Occult, must be taken on as a constant practice. The Wampyr faces many tests, but needless to say if you fail at your arisal to the Throne of the Beast, a fate worse than death awaits thee.

The Art of the Wampyric Tendril involves astral life force draining in many different ways. There is the practice of the 'evil eye' which with the skilled magus can implant thoughts, drain energy, and instill certain factors which will affect the recipient of the enchantment later on. By projecting thoughts through use of the unblinking stare, your astral body touches the victim, and your thoughts are instilled into his mind and the victim will always view them as his own thoughts and act. For instance, if you wanted the person to pick up a book, through this practice you could use the phrase "That book looks interesting, I must get it...", never say "I Want that person to pick up the book..". That is not the correct method, and it will not work. Always implant a statement into the persons head that will make the person think that it is his own idea, not for the sake of the person finding out that you are implanting ideas in his head, that is quite ridiculous, the trouble with using indirect methods in this art is that it tends to cause too much confusion in the brain of the recipient to reap results for yourself. Human prey do not believe for the most part that they can be mentally influenced without their knowledge. The Wampyric Undead as well as the Living Wamphyri always promote the literature and teachings which continues to brainwash human society and thus blind them to our hidden ways.

Astral life-force draining through sight involves the use of your eyes, and extension of the astral body (the wampyric tendril) to touch your victim and remove the life energy from them. Small completely undetectable motions with the fingers and hand, as well as physical inhalation, can speed the process of the receipt of energy from the victim. As the Wampyr strengthens his art and power other means of life-force draining are possible.

The art of Astral life force draining from the human while you are completely detached from your physical body and a part of the astral plane, is one of the primary practices of wampyrism. The sleeping human provides the purest life-force which will violently increase the wampyrs life-force. The more beautiful the victim, the purer the life force. As the human sleeps, they have no control over their astral body as they are not practitioners of our art and have certain weaknesses, while the wampyr has many uncanny advantages over the human prey. It is possible, when the wampyr's astral body has approached the prey, to enter into the dream state of the human and implant certain scenes in the human's subconscious. Through properly prepared potions and elixers, it is possible to cause sickness in victims, although this seems to be a common after effect of Wampyric attack. Remember, the more life force which you obtain for yourself, the less life force for the human. Thus the weaker and more fragile his whole being will become. It is always the pleasure of the Wampyr to be able to drain the purest blood from the veins of living humans, then muse as the humans world utterly crumbles into chaos and disorder before you as your world increases in experience and you come to know the way of the Vampire Dragon Tiamat and the way of the Black Wizard, AZAG-THOTH.

Calling Forth The Blood of Tiamat

Tempel of Azagthoth

This is a technique issued for the masterance of the art of Blood Feeding. The vampire shall first will himself into a unified consciousness. This shall be done by a willing of the blood pattern to conform to your desire for unified consciousness. You shall suspend your active state, and descend gently into the Undead mind frame. When you have reached this, begin to feel the blood pools of Tiamat. Do not command this to depart when it comes, you will feel these blood pools instinctively. Now begin to transform your spiritual body into the shape and form which you desire. Begin traveling within these perpetual blood streams, connecting to your chosen Prey. You are Akhkharu, one of the Black Vampires of Tiamat. Assume your inheritance and feed upon the life-giving blood essence. You shall see with your astral eyes, the form of your victim. Merge into their body, and feed. One may also merge into the prey and enter into the (sleeping) victim's mind by projecting yourself as a mental image. In this dream state of the victim, you can project images and interact with the dreaming human. This may be experienced directly by the prey, or even implanted as an unconscious action which will gradually manifest itself. When you are finished, withdraw from the prey and will yourself to enter into your physical earthly body.



The Wampyre – Varcolaci Pentagram

BOTD

Project through the sphere of the Wampyre-Varcolaci Pentagram. Travel in your astral form to the sleeping body of your chosen Opfer (Victim). Do not just predate upon them, terrorize them, punish them, extract their Life-Force while injecting the most hideous and bizarre scenes into the Opfers dreams that you can muster. If they struggle, a fast swipe of a long taloned claw shall do the trick. Enlarge your astral body and merge into theirs, and drink deeply of the Blood.

Astral Predators and Vampiric Spirits

Tempel of Azagthoth

Haunting the night, towards the purpose of further exploring the physical and astral dimensions, and towards the purpose of draining the blood current from humans is an exercise which should be undertaken with vigor by the ascending Vampire. We quote here an interesting passage from Kenneth Grant's "Cults of the shadow":

"If the shadow is strongly developed and is under the control of the black magician, it can be projected into the aura of sleeping people and obsess them with sexual fantasies that can drive them to madness and suicide. it is then withdrawn by the vampire who dispatched it and he nourishes himself on the energy which the shadow has 'collected'."

The author goes forth to then describe various ailments which may harm the vampire, because the energy was of a primarily sexual nature. However, there is a key mistake that separates what described from them practice of Vampirism as implemented by the Tempel of Azagthoth. We are not feeding upon aura. With this in mind, the various methods of astral protection become inane because they are primarily auric vibrations caused via visualization by the supposed magician who would 'thwart' the vampiric attack. Most of these methods include some sort of neutralization of the sexual energy during rituals. Or, as in the case of some modern writers who have constructed rituals which the intent pure and simple is to thwart vampires in all and every case they involve various proclamations, cleansings, and visualizations. these visualizations usually consists of the victim imagining his aura growing bigger and bigger then visualize it becoming covered

with 'astral needles'. However, it is folly to think that something as easy as visualization 'astral needles' could stop a Vampire who wants to, and will drain them of their blood essence. If you view it as an exercise of power within the astral, it is obvious that the Vampire is of a higher class in this respect than human magicians much less bad ones. If we were viewing this as a use of manipulation of the astral energy, the Vampire could easily turn on person's 'astral needles' into 'astral pillows'. The cleansing methods may at times work in sending away weaker disembodied spirits who like to cause mischief. Oft, these spirits were not Vampires to begin with or if they were they are very weak ones. A strong Vampire who really wants to enter into the bedchamber of a victim and drain them will do so whether or not the victim has honored him/her by placing various herbs, salt, etc. about the room. More than often the herbs and such are of more psychological benefit than magical towards the said victim. Either way the base of the matter remains. Humans are food for the Vampire. We do not drain them of their 'auric energy', as this quickly dissipates. We drain them of their pure blood which lies within them. this is a primary practice which separates higher vampires from many of the often uninformed and weaker free-style 'psychic vampires' as they call themselves. We call ourselves Vampires period, in every sense of the word. We will choose to drain the Blood Essence because it is in line with our purposes of Survival. That is the key reason.

We will now explore for the aspiring initiate vampire ways in which one may drain this blood essence, in the context of what is known as astral travel. The aspects of the astral realm, the dimensions which may be accessed by astral travel (including the other physical dimensions which may also be accessed) is something that the true vampire will take upon him/herself to study as a science. There are many ways in which you may control through the use of traveling the astral dimensions but for now we will focus primarily on one of the many methods of which you may learn how to drain the blood essence. Blood essence is also a key factor which enables the vampire to perform acts within these realms - such as other methods of Feeding.

For start, this should be practiced in such a time period in which the individual will be able to bring himself to a calm and liquid frame of mind. Awareness is important. As one projects himself from his current physical body it is important to use your sense of awareness. while traveling other dimensions one is still able to smell, see, feel, and hear various things. It is also important to assume the mindset of what you are, a predator. No fear should be present within you, Fear is something that Vampires created to control and subdue the human herd in the first place. It is not something that is to be desired.

Sit comfortably in a chair or lie down on a bed. it should be dark to make the distractions of the things around you minimal. If it is possible for absolute quiet then this should be implemented. Music may also be employed to soothe yourself and bring you into the frame of mind in which astral travel is most easily executed. You will notice, upon returning, that during the traveling the music that was

played in the background may not have even been heard by you. Its presence will be minimal as you begin to sense and hear other things within the realms you are exploring. Time may take on a liquid and intangible presence, especially when traveling other dimensions which are accessed by the astral realm. More often it will be as if little time has passed even though you may think that you have been away for quite some time, or vice versa.

Close your eyes. Now open your astral eyes. it is not rare that in vampires who have mastered astral travel to be able to close their eyes and still be able to see the things around them as they lie down because of the automatic workings of the astral senses after one has done this many times. You may now move your astral body about as you see fit. an important discipline within this sort of traveling is either that of speed or that of slow movement. It may be even harder to move slowly, slowly floating to your chosen place. You may travel within any place in the physical realm during astral travel. You are also able to access many other places which are not easily brought about while in your physical. You may access other dimensions of both astral and physical substance. often when it is seen that you are in some place which seems as not congruent with the current time period in which we live that you have accessed a physical dimension beyond our own. Often in these dimensions you may hunt in a material form which is recognized by the inhabitants just as you would recognize a wolf if you saw it roaming about a forest. Through certain disciplines you may exercise the practice of materialization within the physical-astral, as taught in the Ceremony of Insanity and Inflicted Idiocy.

An important note concerning sometimes when you may think "I can't prey upon that person". If some sort of barrier is felt, this is more than often a sign that the victim (who may be partially clairvoyant) is on guard. If the prey is learned in any sort of astral science he/she may try to resist you.. The remedy for this is simple. Take your hand (which may be in the form of a spiked gauntlet, taloned claw, as to your liking) and strike them as if you wished to cut them. this will enable you to go about your act of Feeding unhindered. Do this as much as you like or as much as you think is necessary. Oft, in the case of highly developed astral vampires physical cuts on the victim can be caused by this. This is due to the practice (either voluntary or Involuntary) of physical materialization of your astral body. Accounts of these mysterious cuts due to malevolent spirits can be seen in many areas of psychic/ghost studies. If you feel hindered in your feeding practices, try then to feed upon the sleeping humans. It is also important for you to choose to shift into whatever chosen astral form that best suits your needs. These may vary greatly from vampire to vampire. some associates enjoy projecting in the form of a werewolf, while others may choose a very large beast-like creature or a demon. The forms vary greatly.

Move in on your prey, as a predator within the animal kingdom closes in on its kill. Descend your astral form directly on top of them (if sleeping) penetrating them. Often the victim will upon the morning report nightmares and the sense of

being paralyzed for a short period is common. You must, telepathically, command your prey to not move and accept what is going to be done. For those who you purposely wish to play with, you may induce scenes and aspects of punishment (as is favored amongst many of our kind). Move directly on top of them. Remember that you are here to feed upon their BLOOD. It is the BLOOD that is the LIFE. It is not desirable to feed upon the energy swirling about them, but rather to penetrate and drain the pure-blood. Focus on drawing this into yourself. Do this until you feel it is necessary. this is an art which improves and can be augmented greatly over time.

We would like to recommend for beginners, this practice of meditation. View yourself in whatever scenery suits you best. Any sort of imagery that suits you can be used. You are sitting upon a mountain, in the form of a great bat like creature with fangs dripping blood and surrounded by a green smoke representing your powers to cause disease. it is night. A small village in India is below you. Earlier, you spy clairvoyantly a beautiful young girl entering into the cottage of her parents. All is quiet now, all that can be heard is the insects and other animals within the forest and field. The humans are sleeping. You fly down and enter the cottage through one of the windows into the girl's bedroom. She is sleeping softly, lying without blankets upon a cot on the floor because of the hot summer weather. You perch yourself above her, and then descend directly on top of the girl. Her eyes open as if to scream. You stare at her intensely, she is commanded to be quiet. She is commanded to see and experience the predation, but she is not to move nor resist you. You open your mouth which is filled with long fangs, and bite into her shoulder. Blood begins spurting into your open mouth. You hungrily drink this precious elixir. You rip open her gown, exposing a young tender breast. You can hear her heart beating. You position your bloodied mouth at the bottom of her breast and clamp your jaws into the soft flesh. Blood gushes into you. You raise yourself up, hovering near the ceiling. she lays limp, you can see the wounds but al the blood is gone. You have consumed the blood which spilt forth. You rise unto the night sky and return to your chosen abode. This sort of meditation will call forth to the hidden predator within, rising you towards ascension to the Throne of the beast. There is much to be learned.



Use of Sigils BOTD

Within the BOTD, sigils are presented in a very similar way based on partially on Austin Osman Spare's methods as well as the traditional sigil use by Agrippia and others. There are several sigils/seals of the BOTD, the first being the VARCOLACI PENTEGRAM. This sinister-looking symbol is the impression of vampiric nightside influence upon the dayside reality. The pentagram representing man/woman and being inverted represents the shadowside. The varcolaci spirits represent the points of astral projection and the taken into being by will the predatory form. This sigil is not evil, by no means beyond our will and love of life and survival-immortality the main goal. This sigil during many BOTD rites, is the focus point above the altar in which astral life force is sometimes sacrificed under the honor of the spirits before us and what we are. The Varcolaci Pentegram is also - as well with the Nachttoter-Red Dragon seal- a means of summoning those vampire spirits connected with the BOTD. The means can be known as the manifestation of the Incubus/Succubus and much pleasure can be awakened by calling these spirits forth. Remember in doing so however, the importance of being prepared and initiated into the blood of the Dragon and the great work being undertaken. The point being protection from some malific spirits who sense a lack of individual independence and strength. You must be separated from the sheep indeed.

The second significant seal is the Nachttoter-Red Dragon seal. This represents the vampiric will and is the impression of Coven Nachttoter. Many BOTD rituals feature the Red Dragon seal and astral pathworkings may be undertaken with such. Sigils, while upon the sphereworkings are cast in the following way:

Attribute all semblance and definition of the sphere into a set drawing, giving each line a memory/thought and focus associated with the sphere. Once you have drawn and finished the sigil, make your settings correct for your ideal pathworking. Concentrate fully and without distraction upon the sigil.

When undertaking the various sphereworkings, concentrate in a significant manner the focus point of the sphere and all the attributes connected with therein. Each sphere is to be a gate for personal evolution and further understandings of the self. The goal being the de-programming of the brain and re-programming according to ones own individual will.

While creating the sigils, focus upon the spirits and energies you are invoking, let your mind go free on this thought. Let your subconscious be opened and draw what you will associated with the sphere.

Each working must be performed daily for a period of ten days. Each results and thoughts should be carefully and in large detail recorded and documented in personal records.

The Hand of Black Lightning

Tempel of Azagthoth

This is a most powerful spell within the Arts of the Vampires of the Tempel of AZAGTHOTH. This spell is called the Hand of Black Lightning. It is an event of shifting into the Vampire Reality. An invokation of the blood within the vampires nature. It is a seperation, an art of the Independant awareness as well as the one who observes - who is the Vampire as well.

Hold your hand in the air with the fingers pointed in front of you. This is a sorcery through the Blood. A steady stream of electrical white black in color lightning bolts will stream from your fingertips. This simple action can be one of the highest forms of active sorcery. It may be applied in many different ways. Perform as needed, long periods increase the discipline, perform until you no longer sense the passing of time.

Rite of Barbaric Return

An invokation and eating of the Death Current

Tempel of Azagthoth

DEATH WILL SLAY WITH HIS WINGS WHOEVER DISTURBS THE PEACE OF THE TEMPEL OF AZAGTHOTH

Rite of Barbaric Return

An Invokation and eating of the Death Current

'Oh Black Earth you vomit forth Blood you construct the conscious existence of humans to strike them down again unto the belly of the earth as their body dies and turns to rot. Tiamat - Come Forth from the Abyss! Oh Death which humans fear, show yourself in your form as Azrael the Angel of Death. Come unto me and show yourself in your most harsh and hideous aspect. So that I may eat of the filth and consume the powers of death that I may slay with my wings as the Vampires of the Ancient Days.

I, Under your shroud of death beseech and call unto the Ancient Forms:

AZAG - Sumerian Demon and Father of Lineage ripping through the black night with the ferocious blood lust of a thousand time thrice jackals. Your glance with blind eyes is transfiguration unto the brothers and sisters of the Blood of Tempel Azagthoth and discord and terror for those who oppose us. We are Black Ones great AZAG ! We Feed and Fire and Fury! AZAG hear our calling!

TUTANKHAMEN - Lord of Egypt and the sorcerers of the pyramids and the hot

desert nights - upon the breaking of your ancient seals your powers of death were unleashed for the glory of the Vampire and the culling of mankind! Thirteen have been slain to rise what is 13, Bless us with your horrific touch that we may slay many more in honor of our Family. TUTANKHAMEN hear our voice!

The Vampire shall now wish to lie down to sleep to let the powers manifest themselves and fructify within the unconscious mind. Before allowing sleep to overtake you, visualize a demon breathing green colored smoke from his mouth. Inhale this smoke within yourself. This rite will further cause Alchemical change and cultivate the death current within the witch/wizard. There are some risks that this rite may incur, take any physical reactions to this invokation as a part of the alchemical change taking place. Force yourself to enter into the states that come willingly. This rite may also be performed as a ceremony with

more than one vampire under the same circumstances as above, with all participants reciting the invokation

"The Black Rider flung back his hood, and behold! He had a kingly crown; and yet upon no head was set. The red fires shone between it and the mantled shoulders vast and dark. From a mouth unseen there came a deadly laughter." - J.R.R. Tolkien, "Lord of the Rings"

Tempel of Azagthoth was injected into the open during the latter part of this century. The group as it is known today is the magickal child of individuals of Swiss, German, and Celtic descent - reflecting the actual Blood-Heritage of the Tempel to its mysterious suborder, Coven of Ravenwood. Coven of Ravenwood acts as a blood reservoir for the actions of the Tempel of Azagthoth, and has its basis in the documented WereWolf and Varcolaci Cults which plagued the countryside of Medieval England. This Vampiric Plague of Blood Feeding and Witchcraft was due to the influx of malevolent ruling spirits from the Norman, Anglo-Saxon, and Scandinavian invaders. These crucial cults are carried on today by the Coven of Ravenwood, with rituals being practiced to presence these forces in the Casual plane in the Southern United Sites, Zurich, the Black Forest regions of Germany, and elsewhere. Understanding of the actual nature of the Coven of Ravenwood and the Acasual forces it represents can be most enlightening for those seeking to ascend to the level of operations upon which the Tempel of Azagthoth goes about its business. For those who are familiar with or have the bravery to become familiar with the concepts of Aeonic Magic, what lies Beyond Godhead, and Varcolaci - then your understanding of the Tempel will be greatly enhanced.

The Tempel of Azagthoth is not to be taken lightly, for mark our words, we are deadly serious. We hold the philosophy that the mass of humanity is a meal for us, something that must be culled and used for higher purposes. We practice the art form of predating upon the life-force of the human herd for its use in Magic, blood-rites, and supra- personal goals that go well beyond affecting just an individual or a group but the fabric of 'reality' itself. We hold respect for those

who dare to practice Magic, try to rise above the herd, but if they show any fear or weakness they prove themselves as prey and will be marked for continuing our purposes. We do not encourage blind faith and adherence of any one philosophy or set of teachings, all limits must be banished. All rules must be broken. Those who do not agree thus prove themselves as fit for our acts of Predation. The substance known as Lifeforce or Blood Essence has been greatly misunderstood and implicitly underestimated by interested humans and their witches and wizards. We hold a completely rational and scientific view when regarding Blood Essence, gladly making use of the information other individuals and sources may provide us with on the subject while keeping in mind the many possibilities which this substance is capable of. Because of our varied background and no-nonsense approach, we recognize the truths contained about Lifeforce as valuable (this substance, as well as Those Who Draw In this substance, are referred to in many Ancient Scriptures such as the Bhagavad-Gita of Vedic India) but we aim in all aspects to supercede these teachings by the tool which conquers book knowledge, which is practical application and experience.

Thusly, the Tempel of Azagthoth practices many forms of blood feeding for our varied purposes.

We operate as a creative-destructive force, made up of dedicated individuals who have taken upon themselves to work to the level where they have been transformed into Wampyres, Werewolf, Varcolaci - roaming and assuming the essence of Qliphoth. To understand this, first you must throw away the ideas concerning Vampires/Vampirism that you have picked up from television, drama, (most) music, and both fiction and non-fiction books on the subject. It is an elementary teaching that this propaganda, an effective tool, has been utilized by Wampyrs for various purposes to hide the existence of such behind a myth. However, particularly in some of the more obscured Hungarian, Transylvanian, and Sumerian traditions - for one who looks closely much about the true nature of the Vampire can be revealed.

Secondly to understand this, you must dismiss the illusion that there are no subtle influences - only gross physical matter. Understanding of the true nature of significance of the Astral Realm and Body beyond the normal New Age gobbledegook is important here. Also important is that you throw away the grand idea that Humans are at the top of the food chain. Many who say they are logical and believe in the evolutionary process still miss this important fact, if the sniveling crying undeveloped creatures I see roaming the streets of our cities everyday are the "Highest Evolved Living Organisms" then the world we live in is very, very pathetic indeed!

Our way of throwing off the herd mentality is unpopular because of the comfort that ignorance provides for the established human in the human world of affairs. We call for no less than an entire overhaul of human consciousness as it is to develop into a completely non-human being which may or may not choose to inhabit a physical body after certain levels of development are reached. This

process involves the act of Predating upon the essential Lifeforce (Blood, or Blood- Essence) for use in Casual and Acasual ritual. This, combined with the willful and dedicated actions of the initiate and association and energy-transference rituals with the Higher developed Wampyr who often come into the presence of the other Vampires by Astral travel. This process of evolution is known as the Alchemical Change Process, it enacts change upon the spiritual, mental, astral, instinctual, and physical aspects of the individual. This evolution does not stop. Soon the increased powers of the Vampire are realized, being many : the ability to drain the lifeforce of others in many different ways, the ability to shift shape into many different astral forms (Varcolaci, Werewolf, mist, bat, dragon, The Greys), understanding of the underlying control network of the human world, how to control others through the use of the mind, and many other powers. These powers that entail with the Vampires increased development entail the things expected of one who progresses amazingly in a relatively short period of time, including many worldly successes and receiving the pleasures of the flesh in many different manners.

Tempel of Azagthoth works in cooperation with the Black Order of the Dragon and proudly hail their Immortal Varcolaci. The Sigil of the Wampyre-Varcolaci Pentagram can be found adorning the walls of many of our Vampiric abodes, emanating horrific energies for the uninitiated - covered in the Blood of Varcolaci. The principle sigils of the Tempel of Azagthoth are the Black Raven, the predatory symbol of our order as well as the Wampyric Tendril and Wampyric Tendril-Coffin, the first representing our use of Black Magic, the second representing the Alchemical Change Process and the harsh evolutionary path of Wampyr.

Ceremonial Rite of Ma-Kali

Tempel of Azagthoth

Dress in black robes are alternately decorated with the robes and dress of the Indian Priest/esses of Kali. Atmosphere should be aligned properly to that of India, in sight and sound and penetration of their area. This is a chosen culling. Focus your vampiric hand to pierce through the first veil revealing the realm upon the conceptions of the ethereal plane are birthed. We would recommend music of the tabla, sitar, and mrdunga. Music from the regions of India and Pakistan are quite appropriate. Burn strong incense, surround the room with pictures of Ma-Kali, hashish, incense, Indian deity photos, japa beads, and other paraphenilia as to your liking. For purposes of mood a colored light may be employed for the ritual chamber such as red, orange, or black.

Chamber: There should be a curtain, behind this curtain someone representing Kali should stand and appear upon the opening chant. This person should be decorated as proper to represent Kali. Curtain and Kali should be in the east, congregation directly opposite of Kali facing her. The chant is representative of six blood movements of the Indian Vampire Races coupled with invokation of the

Indian Vampire Races.

OPENING CHANT:

(should be sung as kirtana)

Danava Naga Drishya

Viroopa Karena Roopantara

Danava Naga Danava

Saarpa-Gamana Mohini

Hdimba jai jai Kali ma

Hdimba jai jai Kali ma

There should be some sort of cup or gourd which contains an amount of human blood or proper substitute. Kali should be covered with this substance and/or human blood.

After the Opening Chant (opening chant should be sung as melodious kirtana, in the vocal style of traditional Indian priests. Kirtana is a word within the Sanskrit language). There should be some moments of silence before the main chant commences. Kali should stand before the congregation and smile. She shall move and posture as she wishes, holding human skulls. Towards the end of the chanting (perform until exhaustion) she (Kali) should begin screaming, hissing, and growling. This shall be done as the congregation chants. The main chant should be recited in a monotone repetition. KALI-MA

Rites of the Akhkharu Tempel of Azagthoth

Preparations: The alter must have four black candles burning during this rite, the four candles representing four dark spheres which are : Mercury (sphere of transformation), Jupiter (sphere of wisdom), Luna (sphere of hidden knowledge), and Saturn (sphere of chaos).

Meditation with appropriate music is recommended, suggested time: 15 or 20 min. Two days and nights prior to this rite, drain as much Lifeforce as needed, and during the day of the ritual, before that night, have no contact with anyone. Meditate alone and decide the will and result that you wish with this rite. After this rite, sit out in the night, preferably in a field or wooded area, concentrate on your strengths, weaknesses, and self-worth. Let your heart beat as one with your surroundings.

Rites of the Akhkharu - The Calling of the Gigim Xul

IA! IA! IA! Akhkharu! Gods of UR! Awaken and come forth! By the winds of funerals to com, may the abyss crack and by the Vampire Dragon Tiamat, the gates shall open! Iak Sakkakh! Arise creatures of darkness! I, (your name), call

the Dragon-Vampire Tiamat forth, from the darkness come forth- THE GATES ARE OPEN!!!! Hear the calling of thy brother/sister, (your name).

Demons of the Abominations, ride the silent winds of funerals, I call thee.

Azagthoth , black magician, may your essence come forth to our aid, God of Chaos rise!

Pazuzu, Lord of all fevers and plagues, Dark angel of the four wings, ride the hot winds of the desert, come forth and strike disease to our enemies, and Only our enemies!

Humwawa, Ride the South winds, Lord of the Abominations, bring thy black essence forth to curse our enemies, for we are of Arra Draconis! Rise dark lords!

Behold! I walk the earth as Demon-Incarnate, I am Vampyre-Elite Wamphyri!

Black Dragon Goddess, Tiamat, I call to the dwelling of Uraeus, My voice trembles and shakes the bounds of time and dimention I am of your blood, The elite race. Spiritual undeath and immortality I seek. I behold a chalice of Human blood. This is the blood of my victim's to come, and what is the life and pool of immortality.

I drink this and summon your blessing. Hail Tiamat! Moroii rise! Four spirits of the four spaces, Hear me now! Those who dwell between the Sun's spaces, From the Abyss, From the void....You shall come to me, for I am Wamphyri!

I sacrifice Lifeforce, Astral drained from human prey, open the gates of Immortality. My essence shall be altered to the form of a blackened demonic combination of a wolf, a bat, and the Dragon. By this form, I command my sleeping human prey shall remember my sinister form as the shadows ravage their brittle minds'.

This shall be done, I have sacrificed and opened the jaws of Tiamat. I have died and been reborn....my form in all ways strengthened, progressed and grown into a fierce Wampyr, Behold, I am Wamphyri!

From this night further, my shadowside has grown, and my Astral claws shall touch and gouge the sleeping prey. My wolflike jaws shall drain the life force/blood from my prey. My Astral leathern wings shall fly above and throughout the nocturnal, empty graveyards and ride the north winds further into the nightside..

The predators of the night shall scream my name, The wolves shall await my calling...So it is and so it is done!!!! THE GATES ARE CLOSED!!!!

HAIL WAMPHYRI!! HAIL TIAMAT!!!!

AQRADUAMELU - From "Der Pazuzu"

Tempel of Azagthoth

AQRADUAMELU GIRTABLILU GIRTABLILU AQRABUAMELU I, One of the Akhkharu, Summon Thee! Your terror is awesome, your glance is death! I summon thee in the night for you are a creature of the night inclined towards the night paths. GIRTABLILU AQRADUAMELU AQRADUAMELU GIRTABLILU AKRABU AKRABU AKRABU

After this incantation is recited thirteen times, it is time to depart for a predatory astral journey accompanied by these scorpion-men, who are born from the belly of the Vampire Dragon Tiamat, so as your race is born. Pick a young victim, and predate upon them at night. This ritual should always be done at night or else the scorpion men will be disturbed by your conjuration. They will appear to you in the daylight, but they will take certain measures of punishment inflicted upon you to make sure that you do not make the mistake of summoning them during the daylight hours again. Once you have drained till your fill, return to your physical shell in the ritual chamber to recite this summoning of Power. Say with a loud voice:

Ereshkigal, I Seek Dominance in the Astral Realms. When Your Lips turn black, my influence shall reign immortal. When Your Lips turn black, my scepter shall pierce all angles. My Will is Strong, My intentions are those of a Black Vampire. My Immortal Vampire Race Shall Arise Towards that Final Night. Nammtar, Messenger and Vizier of Ereshkigal, The Herald of Death! You who command sixty diseases, send these forth to haunt our foes and remove them from our comrades! Nammtar, Herald of Death I call thee! Come Pazuzu, King of the Evil Wind Demons! Enter my being, possess my spirit - Towards the Misty Lands of the Immortal! I call thee forth!

Communion is sought with the Undead now. When Communion is finished, recite 13 times: "My thirst of Blood has been satiated for a time, forever shall the Akhkharu haunt the night. So Be It".

The Penetration Ritual, The Ceremony of Insanity and Inflicted Idiocy

Tempel of Azagthoth

Notes from the Author:

This is a particularly effective ritual which has been employed with very successful results many times by myself and members of the Tempel of Azagthoth. Whether you see the names called upon in this ritual as 'mere' Archetypes, or Immortal entities does not fully matter. For the strong and advancing Vampire the Undead element will be very attracted in such a ritual. As you progress you will increasingly be able to discern for yourself the nature of these entities. Emperor Norduk, Oxford Place, January 27 1998

The Penetration Ritual, The Ceremony of Insanity and Inflicted Idiocy (A Threefold Rite of Destruction)

The Penetration Ritual is in all aspects, a Ritual which will be adored and used by our loyal Vamphyri within the Tempel of Azagthoth. The Penetration Ritual, The Ceremony of Insanity, is in all aspects, a Ritual of Azagthothian Vamphyrism as implemented, by living members of the Royal Bloodline. We Have Been brought Mastery by the Life, rememberest thou the corpses of the princesses thrown down by the Countess from atop Castle Cachtice, thrown down, drained of their essence, devoured by the roaming wolves below in in the forests. The Archetypes which are invoked to heighten this Ritual are three in number but One in Aim, Elisabeth Bathory - A Symbol of Royalty within the Bloodline of the Rulers, brought to Dayside Successes, with her strong presence of the Nightside, unbound by the Will of Others, she indulged in sexual pleasures, punishing her slaves. Through Vampiric Blood Rites, draining and obtainment of the Life Force of the mortal slave to the royal vampiric bloodline - which opens the Gate Further, Welcoming the Pools of Blood wherein Dwells the Dragon Tiamat. And Tiamat is the Second Archetype implemented in This Act of Vampire Predation, Tiamat must be grasped and understood personally by each Vampire. The third Archetype is Azagthoth, Blind Idiot God, a bringer of CHAOS and Madness unto the petty mortal magician, a high force of life force drainage and high principality of punishment and degredation unto the human slave, High Black Wizard to the Mother Tiamat. For the Human Which This Rite Is Told Unto, By Your Vampire Sorcery, this is a working of Destruction and bondage through our Punishment.

The Ceremony of Inflicted Idiocy

Coven of Ravenwood

Unclothe yourself of all your clothing or wear a Black Cloak preferably, a Brown Cloak if necessary. This is one of the keys in inflicted idiocy for the chosen. As your astral leaves your physical, guided by the hands of the Undead, enter into the graves and drink of the essences collected there. Then go into the bedroom of a sleeping victim, drink of their essence. Savor the power surging through you from the victim's life force and the essences drained at the gravesite, for now, your astral is connected to both of them through the Astral Web. Now gathering power, traveling, feeling your Higher Vampiric Senses awaken, go Unto the House of the Victim Which for Which This Ritual is Performed. (Before hand you should have summoned the force of Tiamat, Bathory, Azagthoth).

You are in close range of your victim. Hovering right above him, or standing beside him. Now is the time to fully penetrate the moving or docile physical shell of the human victim, as your astral fully enters his body, once you are completely inside him, feel your astral draining the human of his limited senses. Feel how the Life Force flows quickly into your astral, the more Life Force which you receive, making your Astral form solidify even faster. Now begin pushing on the inside physical walls of the victim. Push. Push from all sides. It will start as a cramp across different parts of their body, then their whole body, quickly gaining hold over them. Drag their Astral unto the Mountains by Pazuzu and blast them from your Tower With Sorcery. The Ritual Has Ended When You are Finished.

Biding the Black Winds to Descend Upon Your Mortal Prey

Tempel of Azagthoth

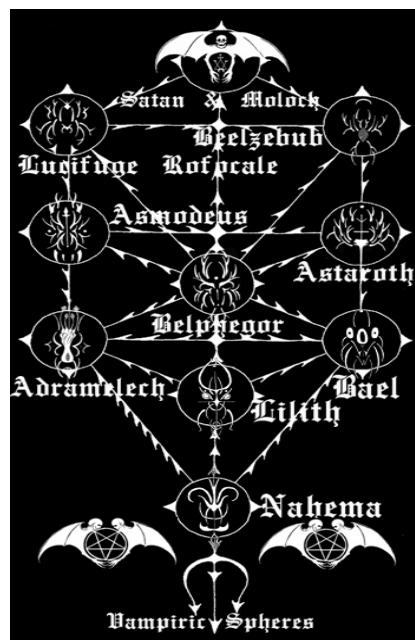
'I Pray Unto Thee Azrael black cloaked angel, from beyond the veil of death, I beseech and call upon your power. Your being shall enter my being. Like the purple face of the Undead who sitteth in the dead leaves by the running black water, across the field. His eyes do not blink. He has no tears to cry. His Will Does Not Falter. Hail The Undead. Hail unto Thee, Azrael. Bring Your Black Powers of death, wrap its black curtains about me that I may use its darkness to Reign Terror and Bloodshed Upon My Specified Victim, hurting neither myself nor my friends and family. This is the Covenant of the Undead to the Living Vampire. Ave Calix Sanguinis Dom Tiamat. I Invoke thee, Hekal Tiamat.'

The incantation must be said while focusing upon the Chosen Intended Mortal Which has infringed your laws and must be punished, corrected, according to your Will. Use this for rebellious mortal magicians, send them further into the Hell which they Desire. These mortal slaves were created by the Undead Gods for we are Vampires to predate upon their vital Life Force. FOR THE

INTENDED AZAGTHOTH ALIGN YOURSELF NOW!

Now the Azagthothian Vampire Will wish to fully channel all of the destructive energy, an essence which has been gathered from beyond the Veil of Azrael to cause havoc upon the mental of your chosen prey. Choose carefully those who you wish to impose with flights for predation, the draining of that humans life force, feed when the first arises thus assuring you of increasing POWER. After the next part of the ritual is performed, The Death Chant, the Priest may need to have a ritual beating to bring fully into consciousness. The ritual in essence, should be performed by High Vampires, or those Vampires who lie in the wings of seclusion for their teachings in the Nightside Rituals.

THE DEATH CHANT : Visualize fully the intended victim for your correction/punishment. This part of the ritual is for those who have truly offended you, and you wish to not only soundly punish, but to exceptionally and cruelly punish their mortal ways. See Now Your Victim. Name them, say their name and then Command That They are Dead. For instance, if it was 'Danny', you could say 'Danny is Dead', 'Danny is Dead'. Repeat this until satisfied.



The Qliphoth

BOTD

The Qliphoth itself is not some abstract concept one seeks to find 'outside' the mind, but rather within the mind itself. These invisible points of entry provide the possibility to drink from the skull-cup of Ahriman and Az, to become from the self-determined knowledge found in the Qliphoth, fill those 'shells' or 'corpses' with 'life' (will-desire-belief) and raise the dead within (atavisms, necromancy and using hidden knowledge to grow powerful mentally and

spiritually). By devouring these shells and drinking deep of the blood (life) contained therein, the Yatus/Adept becomes like “Ahriman” and therefore is transforming their spirit and mind into a “Daeva” or “Druj” (meaning lie, the representation of change and motion, nothing is as it was, symbolized in various cultures as the Serpent). Use the guides of ritualistic practice in this grimoire as a tool of focus.

You may use each sphere in a practice of Yoga to ascend and devour such spirits accordingly, all the while visualizing the law of isolation in our universe – you are alone, count on no other rather than yourself. The presentation of the Qliphothic spheres below are merely a different approach and no different from the aforementioned emanations. Discipline yourself to interplay your imagination (Iblis) which will inherently fuel your initiatory process, always be willing to think on different angles of a subject or focus, to ensure a change and motivational approach to Magick.

Seek to become as Alukah, the vampire of Arabic lore, whose two daughters hunger continually for human flesh and blood. Aluk in Hebrew mythology is essentially a daughter of Lilith, Aluk being a demon of the nether world or astral plane.